WHAT IS CLAIMED IS:

1. A fighting video game machine for causing an enemy character appearing in a game image from a viewing point of a simulated camera which image is displayed on a monitor to launch an attack at the viewing point of the simulated camera while letting a game player standing in a play area prepared before the monitor fight back, comprising:

a sound control unit for controlling a sound output corresponding to an attacking result from the enemy character,

a first and a second sound generators provided in different positions for the sound output corresponding to the attacking result, and

attacking result judging means for judging whether the attacking result from the enemy character displayed on the monitor is less or greater than a threshold value from the viewing point of the simulated camera,

wherein the sound control unit causes a sound effect to be outputted from the first sound generator when the attacking result is greater than the threshold value while causing it to be outputted from the second sound generator when the attacking result is less than the threshold value.

2. A fighting video game machine according to claim 1, wherein the first sound generator is provided in a position distant from the play area and the second sound generator is provided in a position proximate to the play area.

3. A fighting video game machine according to claim 1, wherein the attack is shooting, the sound control unit causes a

hitting sound to be outputted from the first sound generator when the attacking result judging means judges that a fired bullet has hit an obstacle displayed before the viewing point of the simulated camera while causing a sound hurtling through the air to be outputted from the second sound generator when the attacking result judging means judges that it has passed beside the viewing point of the simulated camera.

4. A fighting video game machine according to claim 1, wherein the attack is shooting, the sound control unit causes a hitting sound to be outputted from the first sound generator when the attacking result judging means judges that a fired bullet has hit an obstacle displayed at a distance before the viewing point of the simulated camera while causing a hitting sound to be outputted from the second sound generator when the attacking result judging means judges that it has hit an obstacle displayed right before the viewing point of the simulated camera.

5. A fighting video game machine according to claim 3, wherein the attacking result judging means is adapted to judge that the bullet has hit the viewing point of the simulated camera, and the sound control unit causes a target-hitting sound to be outputted from the second sound generator when the attacking result judging means makes such a judgment.

6. A fighting video game machine according to claim 1, further comprising head detecting unit for detecting a position of the head of a game player in the play area along a left-right direction of said fighting video game machine.

7. A fighting video game machine according to claim 6, wherein the second sound generator including two loudspeakers provided at different positions along the left-right direction of the fighting video game machine.

8. A fighting video game machine according to claim 7, wherein the sound control unit controls the outputted sound volumes of the loudspeakers depending upon the detected result of the head of the player along the left-right direction.

9. A fighting video game machine according to claim 1, wherein the first sound generator is arranged at a position higher than the monitor while the second sound generator is arranged at a position lower than the monitor.

10. A fighting video game machine according to claim 1, wherein the first sound generator includes a single loudspeaker provided substantially a central position along a left-right direction of said fighting video game machine and the second sound generator includes a pair of loudspeakers provided above the monitor and left and right sides of the monitor.